

# Beggar's Canyon Race

**Winning condition:** fully cross the finish line and end the round farthest ahead.

This fun format is following X-Wing 2.0 rules, with several exceptions, as mentioned below.

## Round structure:

1. Setup phase, done only once, before the race starts:
  - a. each pilot is assigned one stock E-Wing (Knave Squadron Escort, In2), without any upgrades, and standard cannons replaced with non-lethal ion cannons;
    1. 3 ATT, range 1-3, requires line of sight/to be unobstructed by terrain, no range bonuses, for **each** un-cancelled hit/crit remove **one** shield token, until all shield tokens are gone, then receive **one** ion token);
  - b. Determine pole position ranking randomly, by rolling a d6 – if tied, reroll for sequential placement. *Example: P1 rolls a 6, P2 rolls a 2, P3 rolls a 1, P4 rolls a 5, P5 rolls a 6 and P6 rolls a 3. The placement is as following: 1<sup>st</sup> and 2<sup>nd</sup> positions are tied for P1 and P5, 3<sup>rd</sup> belongs to P4, 4<sup>th</sup> belongs to P6, 5<sup>th</sup> goes to P2, and 6<sup>th</sup> to P1. Then P1 and P5 reroll with P1 rolling a 1 and P5 a 3. The final pole position ranking looks like this, front to rear: P5, P3, P4, P6, P2 and P1;*
  - c. Determine the route and the number of laps;
  - d. Distribute any number of power-ups on the track;
  - e. Damage deck is not used, and the damage is tracked using tokens. Suffering **critical** damage (from collisions only) counts as suffering **two** normal damage;
  - f. Subsequent steps, are repeated every round.
2. Planning phase:
  - a. Determine the activation order and assign the activation order tokens to ships: the ships with the lowest ranking activate first;
  - b. Assign a dial to your ship/ choose a maneuver, unless a ship has any ion tokens. *NOTE: Polarized Doonium hull plating power up can be used now to remove all ion tokens, and assign a dial to your ship.*
3. Systems phase:
  - a. Use any number of previously collected power-ups (that do not have “use immediately” written on them). Power-ups can be used even if the ship is ionized. If power-up would allow a ship to perform an action, that is not counted as any action in the activation phase (e.g. a ship could perform a boost action granted by a power-up, and then again perform a boost action in the activation phase). *NOTE: unused power-ups can be spent at any time during the activation phase*
4. Activation phase, in activation order:
  - a. Reveal dial.

*Example: when a lead ship is activating, and it was not ionized at the end of the last turn, it got to assign a dial. During the course of the current turn, the ship was ionized before*

its activation - it still reveals the dial, as normal, however, as it is ionized, it will not get a dial for the next turn;

- i. Perform an ion cannon attack (then skip the next perform attack step);
- ii. Perform an action (then skip the next perform action step);
  1. Barrel rolls can either be performed as per standard rules, or:
  2. As tight spins - by placing 2 forward straight template behind the base, with one short edge aligned with one side of the base, and then sliding the whole base across so that the opposing side is aligned with the other short edge of the template (resulting in the pre- and post- spin positions sharing one edge).



- b. If no dial has been assigned (ship is ionized), perform 1 straight **blue** maneuver, and then remove **all** ion tokens;
- c. Execute maneuver;
  - i. Collisions: when maneuver template or base overlaps -
    1. terrain: roll 2 red dice and suffer all hit/critical damage, receive 1 stress token, and the next round you can only choose non-red 1 or 2 speed maneuvers. The ship will reset its position at the point of impact (template or base, whichever first);
    2. whenever maneuver template or base is outside the map: treat it as collision with terrain;
    3. other ships: only if base would overlap other bases, then each ship involved rolls one red die and suffers their hit/crit results;
    4. power-up tokens: collect all tokens and use those power-ups that have “use immediately” on them, keep the rest).
  - d. Perform an action (if not done before movement, same rules as above apply);
  - e. Perform an attack (if not done before movement, same rules as above apply).
5. End phase:
  - a. In activation order, reset positions of ships that have collided with terrain – place it centrally over the nearest track’s imaginary centerline, without it gaining any advantage. If base would overlap another ship, slide the collided ship backwards along the centerline until it can fit;
  - b. Determine position ranking (1<sup>st</sup> position goes to the ship that has the part of the base the farthest forward along the imaginary center line of the track, nubs do count, and continue down until the last position) – Ranking highest to lowest: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>...;
  - c. If any ship fully crossed the finish line, declare the winner and stop the race (if more than one ship fully crossed the finish line, then the winner is the ship which ended the farthest forward).

**Power ups** (represented by standard 2.0 tokens and this reference).

1. ( charge) Perform **free boost** action.
2. ( force) Perform **free Barrel Roll** action (standard or spin).
3. ( shield) Recover **two shield tokens** (up to total maximum value of 3). **Must use immediately.**
4. ( ion bomb) **A trap** – before revealing the dial, drop an ion bomb token. Ion bombs detonate at the end of activation, and every ship in Range 1 of the bomb token receives three ion tokens, each shield cancels each ion.
5. (   strain) **Speed ramp**: when template or base overlap the token (including while performing an action), execute the maneuver set on your dial as the effect of the token, in addition to the “Execute maneuver” step. **Must use immediately upon overlap**, and do not collect the tokens, they remain on the board. *NOTE: in case when the first maneuver resulted in a collision, resolve the collision effects, reset the ship, and perform the second maneuver.*
6. ( extra ammunition) **Heat seeking ion missiles**: 4ATT, Range 2-3, 360 degree arc, requires target lock to attack, does not require line of sight – if this attack hits, for **each** uncancelled hit/crit, the defender removes **one** shield token, until all shield tokens are gone, then receives one ion token for each remaining hit/crit result. Any ship in range 1 of the defender, receives one ion token (each shield cancels each ion).
7. ( cloak) **Hyperspace micro-jump** – select a straight maneuver of speed 2-5 and execute it twice in a row. Check whether maneuver template or base overlaps terrain (if so, the ship is instantly destroyed). If not, then check if base overlaps other ships, if so, all affected ships are instantly destroyed.
8. ( reinforce) **Polarized Doonium hull plating** – remove all ion tokens from your ship.

## Player aid summary:

1. Planning phase:
  - a. Determine the activation order - lowest ranking activate first;
  - b. Assign a dial - unless ionized.
2. Systems phase:
  - a. Spend power-ups.
3. Activate - in activation order:
  - a. Spend power-ups at any point.
  - b. Reveal dial;
    - i. Perform an ion cannon attack;
    - ii. Perform an action (cannot partially complete an action, cannot collide by an action);
  - c. If no dial has been assigned, perform 1 straight blue maneuver (remove all ion tokens, can perform any action);
  - d. Execute maneuver;
    - i. maneuver template or base overlaps terrain: roll 2 red dice for damage (crits are double damage even on shields), 1 stress token, only non-red 1 or 2 speed maneuvers can be selected for the next round. The ship will reset its position;
    - ii. maneuver template or base is outside the map: treat it as collision with terrain;
    - iii. base overlaps other ships: each ship involved rolls 1 red die for damage (crits are double damage even on shields);
    - iv. collect all power up tokens.
  - e. Perform an action (if not done before);
  - f. Perform an attack (if not done before).
4. End phase:
  - a. reset positions of ships that have collided with terrain;
  - b. Determine position ranking;
  - c. Check for the race winner.

## FAQs:

- A. timing of spending the power-ups
  - a. "must use immediately": at the moment they are collected.
  - b. Heat seeking missiles: instead of the usual attack.
  - c. Speed ramp: at the moment of overlap. Ramp is not collected, but stays on the map.
  - d. All others: spend at any time in activation phase.
- B. Ship's hull can be damaged only by collisions. All attacks do only ion damage, which do remove shields.
- C. Critical damage counts as two, only as an effect of collisions. During ion attack, it still removes one shield, or gives one ion token.
- D. Damage deck is not used, and the damage is tracked using tokens.
- E. If ionized, and after executing 1 blue straight move, any action can be performed, not only focus.
- F. Action cannot be partially completed, also cannot collide by an action (it would be considered not fully completed);
- G. If you come up on the situation not covered by this rules just (X-) Wing it.

And now for something to rest your weary eyes upon.

